Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (original) A game image display control program for allowing a computer to realize a function for displaying a video picture captured from a first visual point position in a virtual three-dimensional space as a main screen of a game on a display unit, and displaying a predetermined range where the virtual three-dimensional space is captured from a second visual point position and a visual field area, in which an area where the virtual three-dimensional space is captured from the first or a third visual point position at a predetermined azimuthal angle is projected in the predetermined range, as a radar image representing a position relationship of an object on a three-dimensional map composing the virtual three-dimensional space, comprising a function for changing a shape of the visual field area according to a shape of the main screen in the display unit.

2. (original) The game image display control program according to claim 1, further comprising a function for changing the shape of the main screen according to a screen ratio of the display unit to change the shape of the visual field area accordingly.

3. (original) The game image display control program according to claim 1, further comprising a function for changing the shape of the visual field area according to a screen ratio of the display unit independently from a change in the shape of the main screen.

4. (currently amended) The game image display control program according to claim 1[[or 2]], further comprising a function for capable of setting the shape of the main screen independently from a screen ratio of the display unit and changing the shape of the visual field area according to the set shape of the main screen.

5. (currently amended) The game image display control program according to ~~any one of claims 1 to 4~~ claim 1, further comprising a function for changing the shape of the main screen according to game proceeding.

6. (currently amended) The game image display control program according to ~~any one of claims 1 to 5~~ claim 1, wherein the visual field area is a pyramid shaped or a conical visual field area where the first or the third visual point position is an apex.

7. (currently amended) The game image display control program according to ~~any one of claims 1 to 6~~ claim 1, wherein the visual field area is a quadrangular pyramid shaped or a conical visual field area where the first or the third visual point

position is an apex, comprising a function for changing the shape of the main screen and the shape of the visual field area so that an aspect ratio of a bottom surface of the quadrangular pyramid matches with the screen ratio of the display unit.

8. (currently amended) The game image display control program according to ~~any one of claims 1 to 7~~ claim 1, comprising a function having a virtual camera which photographs an area captured from the first or the third visual point position for adjusting a field angle of the virtual camera according to the shape of the main screen so as to change the shape of the visual field area.

9. (currently amended) The game image display control program according to ~~any one of claims 1 to 8~~ claim 1, comprising a function having at least a mode where a ratio of a horizontal direction to a vertical direction of the screen of the display unit is 4:3 and a mode where the ratio is 16:9 for widening a visual field in the horizontal direction of the visual field area in the mode of 16:9 in comparison with the mode of 4:3.

10. (currently amended) The game image display control program according to ~~any one of claims 1 to 9~~ claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to the mobile object moving in the virtual three-dimensional space in response to a player's operation and a visual field direction of the video picture on the main screen can be freely rotationally moved to any directions in the virtual three-

dimensional space with the first visual point position being a center independently from an advancing direction of the mobile object, comprising a function for controlling a rotation movement of the visual field area in conjunction with the rotational movement of the video picture on the main screen.

11. (currently amended) The game image display control program according to ~~any one of claims 1 to 10~~ claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to the mobile object moving in the virtual three-dimensional space in response to the player's operation, and an entire movable area of the mobile object or a periphery of the mobile object is displayed as the radar image.

12. (currently amended) The game image display control program according to ~~any one of claims 1 to 11~~ claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to the mobile object moving in the virtual three-dimensional space in response to the player's operation, and the third visual point position is a position of the mobile object or a position in its vicinity.

13. (currently amended) The game image display control program according to ~~any one of claims 1 to 12~~ claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to the mobile object moving in the virtual three-dimensional space in response to the player's operation, and the second visual point position is a position above the mobile

object.

14. (currently amended) The game image display control program according to ~~any one of claims 1 to 13~~ claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to the mobile object moving in the virtual three-dimensional space in response to the player's operation, and a predetermined range where the virtual three-dimensional space is captured from the second visual point position is a range centering on the mobile object.

15. (original) A game image display control program for allowing a computer to realize a function for displaying a video picture obtained by capturing a mobile object moving in a virtual three-dimensional space from a first visual point position as a main screen of a game on a display unit, a function for capturing a predetermined range centering on the mobile object in the virtual three-dimensional space and a predetermined object included in the predetermined range from a position above the mobile object and displaying the predetermined range and icons representing the mobile object and the object as a radar image on a part of the main screen of the game, and a function for displaying a visual field area, where an area in which the virtual three-dimensional space is captured from the first visual point position or from the position of the mobile object is projected in the predetermined range, on a radar screen, further comprising:

a function for changing a shape of the main screen according to a shape of the display unit or game proceeding; and

a function for changing a shape of the visual field area according to the shape of the main screen.

16. (currently amended) A game machine which is constituted so as to be capable of executing the game image control program according to ~~one of claims 1 to 15~~ claim 1.

17. (currently amended) A recording medium which is a readable by means of a computer and into which the game image control program according to ~~any one of claims 1 to 15~~ claim 1 is recorded.